AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended) A game apparatus displaying a battle scene in which characters in a game world fight with each other, comprising:

one or more first storage locations for storing ~~a~~ one or more parameters for each ~~character~~enemy appearing in said game world;

one or more second storage locations for storing one or more ~~an~~ operation timing patterns indicative of player timings to be ~~operated~~ input in association with each ~~character~~enemy;

~~an instruction image~~input pattern changing ~~mechanism~~ programmed logic circuitry for displaying, when the battle scene is displayed, an ~~instruction image~~input pattern and changing a displaying manner of said ~~instruction image~~input pattern on the basis of one of the one or more operation timing patterns associated with the ~~character~~enemy appearing in said battle scene stored in said one or more second storage locations;

~~an~~ operation detecting ~~mechanism~~ programmed logic circuitry for detecting an operation by said player input in response to a change of said ~~instruction image~~input pattern;

~~a~~ changing value calculating ~~mechanism~~ programmed logic circuitry for calculating a changing value for changing the parameter of the ~~character~~enemy depending upon a degree of coincidence between the operation timing of said player at

a time of being detected by said operation detecting ~~mechanism~~ programmed logic circuitry and the timing of the operation timing pattern; and

~~a~~ parameter updating ~~mechanism~~ programmed logic circuitry for updating the parameter of the ~~character~~enemy appearing in said battle scene on the basis of the changing value calculated by said changing value calculating ~~mechanism~~programmed logic circuitry.

2. (currently amended) ~~A~~ The game apparatus according to claim 1, wherein

said one or more second storage locations store, for each ~~character~~enemy, the operation timing patterns having different difficulty levels of an operation for said player, and

said ~~instruction image~~input pattern changing ~~mechanism~~ programmed logic circuitry changes the displaying manner of said ~~instruction image~~input pattern on the basis of the operation timing pattern associated with any one of an offensive ~~character~~enemy and a defensive ~~character~~enemy.

3. (currently amended) ~~A~~ The game apparatus according to claim 1, wherein

the parameter includes a physical strength parameter on which a battle continuing ability of the ~~character~~enemy depends, and

said parameter updating ~~mechanism~~ programmed logic circuitry reduces the physical strength parameter of a defensive ~~character~~enemy such that the defensive ~~character~~enemy appearing in said battle scene is damaged on the basis of the changing value calculated by said changing value calculating ~~mechanism~~programmed logic circuitry.

4. (currently amended) ~~A~~ The game apparatus according to claim 1, wherein

said ~~instruction image~~input pattern changing ~~mechanism~~ programmed logic circuitry changes the displaying manner by displaying said ~~instruction image~~input pattern in one of a rhythmic manner, an enlarged/reduced manner, and a displayed/non-displayed manner on the basis of the operation timing pattern associated with the ~~character~~enemy appearing in said battle scene.

5. (currently amended) ~~A~~ The game apparatus according to claim 1, wherein

said ~~instruction image~~input pattern changing ~~mechanism~~ programmed logic circuitry changes at least one of a color and a shape of said ~~instruction image~~input pattern at the timing that has to be operated by said player on the basis of the operation timing pattern.

6. (currently amended) ~~A~~ The game apparatus according to claim 1, further comprising

~~a~~ music reproducing ~~mechanism~~ programmed logic circuitry for reproducing music data for playing ~~a~~ BGM in said battle scene, wherein

said one or more second storage locations store the music data which is utilized as the operation timing pattern and is ~~constituted~~ comprised of a plurality of kinds of parts, each being a reproduction object by said music reproducing ~~mechanism~~programmed logic circuitry, and

said ~~instruction image~~input pattern changing ~~mechanism~~ programmed logic circuitry changes the displaying manner of said ~~instruction image~~input pattern on the basis of any one of the parts constituting the music data when said BGM is being played by said music reproducing ~~mechanism~~programmed logic circuitry.

7. (currently amended) ~~A~~ The game apparatus according to claim 1, wherein

the parameter includes an ability parameter on which a superiority of a fighting capability of the ~~character~~enemy depends, and

said parameter updating ~~mechanism~~ programmed logic circuitry updates the ability parameter of the character to be operated by said player on the basis of the changing value calculated by said changing value calculating ~~mechanism~~ programmed logic circuitry when the battle is ended.

8. (currently amended) ~~A~~ The game apparatus according to claim 1, wherein

said changing value calculating ~~mechanism~~ programmed logic circuitry calculates the changing value so as to significantly change the parameter of the ~~character~~enemy as ~~a degree of coincidence between~~ the operation timing of said player at a time of being detected by said operation detecting ~~mechanism~~ programmed logic circuitry and the timing of the operation timing pattern corresponding to said timing more closely coincide ~~is higher~~.

9. (currently amended) ~~A~~ The game apparatus according to claim 1, wherein

said operation timing pattern is constructed so as to be successively operated at a plurality of timing ~~patterns~~ inputs by said player, and

said changing value calculating ~~mechanism~~ programmed logic circuitry calculates, every time that the operation by said player is detected by said operation detecting ~~mechanism~~programmed logic circuitry, the changing value depending upon a degree of coincidence between the operation timing by said player at that time and the timing of the operation timing pattern corresponding to said time.

10. (currently amended) ~~A~~ The game apparatus according to claim 9, wherein

said changing value calculating ~~mechanism~~ programmed logic circuitry calculates the changing value so as to be gradually increased when the degree of coincidence between the operation timing of said player detected by said operation detecting ~~mechanism~~ programmed logic circuitry and the timing of the operation timing pattern is successively high.

11. (currently amended) ~~A~~ The game apparatus according to claim 9, ~~wherein~~ further comprising turn changing programmed logic circuitry for allowing successive operations by said player while the degree of coincidence is not lower than a predetermined value and making a change between an offensive turn and a defensive turn at a time that the degree of coincidence becomes lower than the predetermined value, wherein

said battle scene is for fighting the characters with each other by alternately repeating ~~an~~ said offensive turn and ~~a~~ said defensive turn~~, further comprising a turn changing mechanism for allowing successive operations by said player until the degree of coincidence does not become lower than a predetermined value and making a change between said offensive turn and said defensive turn at a time that the degree of coincidence becomes lower than the predetermined value~~.

12. (currently amended) ~~A~~ The game apparatus according to claim 1, further comprising

one or more third storage locations for storing the number of operable times information indicative of the number of operable times by said player;

~~a~~ number of times reducing ~~mechanism~~ programmed logic circuitry for reducing the number of operable times depending upon an operation of said player; and

~~an~~ operation ending ~~mechanism~~ programmed logic circuitry for ending the operation by said player when the number of operable times becomes 0.

13. (currently amended) ~~A~~ The game apparatus according to claim 12, further comprising

a number of times increasing ~~mechanism~~ programmed logic circuitry for increasing the number of operable times when the ~~degree of coincidence between the~~ operation timing of said player and the timing of the operation timing pattern ~~is~~ closely coincide successive~~ly~~ ~~higher~~times.

14. (currently amended) A memory medium encoded with a game program for execution by a computer of a game apparatus in order to display a battle scene in which characters in a game world fight with each other, said computer when executing said game program including:

one or more first storage locations for storing ~~a~~ one or more parameters for each ~~character~~enemy appearing in said game world;

one or more second storage locations for storing ~~an~~ one or more operation timing patterns indicative of a player's timing patterns to be operated in association with each ~~character~~enemy;

~~an instruction image~~input pattern changing ~~mechanism~~programmed logic circuitry for displaying, when the battle scene is displayed, an ~~instruction image~~input pattern and changing a displaying manner of said ~~instruction image~~input pattern on the basis of the one or more operation timing patterns stored in said one or more second storage locations and associated with the ~~character~~enemy appearing in said battle scene ~~stored in said second storage locations~~;

~~an~~ operation detecting ~~mechanism~~programmed logic circuitry for detecting an operation by said player input in response to a change of said ~~instruction image~~input pattern;

~~a~~ changing value calculating ~~mechanism~~programmed logic circuitry for calculating a changing value for changing the parameter of the ~~character~~enemy depending upon a degree of coincidence between the operation timing of said player at a time of being detected by said operation detecting ~~mechanism~~programmed logic circuitry and the timing of the operation timing pattern; and

a parameter updating ~~mechanism~~programmed logic circuitry for updating the parameter of the ~~character~~enemy being appearing in said battle scene on the basis of the changing value calculated by said changing value calculating ~~mechanism~~programmed logic circuitry.

15. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 14, wherein

~~said computer functions such that~~ said one or more second storage locations store, for each ~~character~~enemy, the operation timing patterns having different difficulty levels of the operation for said player, and said ~~instruction image~~input pattern changing ~~mechanism~~programmed logic circuitry changes the displaying manner of said ~~instruction image~~input pattern on the basis of the operation timing pattern associated with any one of an offensive ~~character~~enemy and a defensive ~~character~~enemy.

16. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 14, wherein

the parameter includes a physical strength parameter on which a battle continuing ability of the ~~character~~enemy depends, and

~~said computer functions such that~~ said parameter updating ~~mechanism~~programmed logic circuitry reduces the physical strength parameter of a defensive ~~character~~enemy such that the defensive ~~character~~enemy ~~being~~ appearing in said battle scene is damaged on the basis of the changing value calculated by said changing value calculating ~~mechanism~~programmed logic circuitry.

17. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 14, wherein

~~said computer functions such that~~ said ~~instruction image~~input pattern changing ~~mechanism~~programmed logic circuitry changes the displaying manner by displaying said ~~instruction image~~input pattern in a rhythmic manner, an enlarged/reduced manner, or a displayed/non-displayed manner on the basis of the operation timing pattern associated with the ~~character~~enemy appearing in said battle scene.

18. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 14, wherein

~~said computer functions such that~~ said ~~instruction image~~input pattern changing ~~mechanism~~programmed logic circuitry changes at least one of a color and a shape of said ~~instruction image~~input pattern at the timing that has to be operated by said player on the basis of the operation timing pattern.

19. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 14, wherein

said game apparatus further ~~comprising~~ comprises~~a~~ music reproducing ~~mechanism~~programmed logic circuitry for reproducing music data for playing ~~a~~ BGM in said battle scene, and

~~said computer functions such that~~ said one or more second storage locations store the music data which is utilized as the operation timing pattern and ~~is constituted of~~comprises a plurality of kinds of parts each being a reproduction object by said music reproducing ~~mechanism~~programmed logic circuitry, and

said ~~instruction image~~input pattern changing ~~mechanism~~programmed logic circuitry changes the displaying manner of said ~~instruction image~~input pattern on the basis of any one of the parts constituting said music data when said BGM is played by said music reproducing ~~mechanism~~programmed logic circuitry.

20. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 14, wherein

the parameter includes an ability parameter on which a superiority of a fighting capability of the ~~character~~enemy depends, and

~~said computer functions such that~~ said parameter updating ~~mechanism~~programmed logic circuitry updates the ability parameter of the character to be operated by said player on the basis of the changing value calculated by said changing value calculating ~~mechanism~~programmed logic circuitry when the battle is ended.

21. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 14, wherein

~~said computer functions such that~~ said changing value calculating ~~mechanism~~programmed logic circuitry calculates the changing value so as to significantly change the parameter of the ~~character~~enemy as ~~a degree of coincidence between~~ the operation timing of said player at a time of being detected by said operation detecting ~~mechanism~~programmed logic circuitry and the timing of the operation timing pattern corresponding to said timing more closely coincide ~~is higher~~.

22. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 14, wherein

said operation timing pattern is constructed so as to be successively operated at a plurality of ~~timing~~ timed ~~patterns~~ inputs by said player, and

said computer functions such that said changing value calculating ~~mechanism~~programmed logic circuitry calculates, every time that the operation by said player is detected by said operation detecting ~~mechanism~~programmed logic circuitry, the changing value depending upon a degree of coincidence between the operation timing by said player at that time and the timing of the operation timing pattern corresponding to said time.

23. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 22, wherein

~~said computer functions such that~~ said changing value calculating ~~mechanism~~programmed logic circuitry calculates the changing value so as to be gradually increased when the ~~degree of coincidence between the~~ operation timing detected by said operation detecting ~~mechanism~~programmed logic circuitry and the timing of the operation timing pattern ~~is~~ closely coincide successively ~~high~~times.

24. (currently amended) ~~A~~ The memory medium encoded with a game program according to claim 22, further including turn changing programmed logic circuitry for allowing successive operations by said player while the degree of coincidence is not lower than a predetermined value and making a change between an offensive turn and a defensive turn at a time that the degree of coincidence becomes lower than the predetermined value, and

wherein a battle scene is for fighting the characters with each other by alternately repeating ~~an~~ said offensive turn and ~~a~~ said defensive turn~~, and~~

~~said computer further functions such that a turn changing mechanism for allowing successive operations by said player until the degree of coincidence does not become lower than a predetermined value and making a change between said offensive turn and said defensive turn at a time that the degree of coincidence becomes lower than the predetermined value~~.

25. (currently amended) A game method of a game apparatus which displays a battle scene in which characters in a game world fight with each other and has one or more first storage locations for storing ~~a~~ one or more parameters for each ~~character~~enemy appearing in said game world and one or more second storage locations for storing ~~an~~ one or more operation timing patterns showing player timing patterns to be operated in associated with each ~~character~~enemy, comprising ~~the steps of~~:

~~(a)~~ displaying, when the battle scene is displayed, an ~~instruction image~~input pattern and changing a displaying manner of said ~~instruction image~~input pattern on the

basis of the one or more operation timing patterns associated with the ~~character~~enemy appearing in said battle scene stored in said one or more second storage locations;

~~(b)~~ detecting an operation by said player input in response to a change of said ~~instruction image~~input pattern;

~~(c)~~ calculating a changing value for changing the parameter of the ~~character~~enemy depending upon a degree of coincidence between the operation timing of said player at a time of being detected ~~in~~by ~~step (b)~~said detecting and the timing of the operation timing pattern; and

~~(d)~~ updating the parameter of the ~~character~~enemy appearing in said battle scene on the basis of the changing value calculated ~~in said step (c)~~by said calculating.

26. (currently amended) ~~A~~ The game method according to claim 25, wherein

said one or more second storage locations store for each ~~character~~enemy the operation timing patterns having different difficulty levels of the operation for said player, and

said ~~step (a)~~displaying changes the displaying manner of said ~~instruction image~~input pattern on the basis of the operation timing pattern related with any one of an offensive ~~character~~enemy and a defensive ~~character~~enemy.

27. (currently amended) ~~A~~ The game method according to claim 25, wherein

the parameter includes a physical strength parameter on which a battle continuing ability of the ~~character~~enemy depends, and

said ~~step (d)~~updating reduces the physical strength parameter of a defensive ~~character~~enemy such that said defensive ~~character~~enemy being appearing in said battle

scene is damaged on the basis of the changing value calculated ~~in said step (c)~~by said calculating.

28. (currently amended) ~~A~~ The game method according to claim 25, wherein

said ~~step (a)~~displaying changes the displaying manner by displaying said ~~instruction image~~input pattern in a rhythmic manner, an enlarged/reduced manner, or a displayed/non-displayed manner on the basis of the operation timing pattern associated with the ~~character~~enemy appearing in said battle scene.

29. (currently amended) ~~A~~ The game method according to claim 25, wherein

said ~~step (a)~~displaying changes at least one of a color and a shape of said ~~instruction image~~input pattern at the timing ~~that has~~ to be ~~operated~~ input by said player on the basis of the operation timing pattern.

30. (currently amended) ~~A~~ The game method according to claim 25, wherein

said game apparatus further comprising ~~a~~ music reproducing ~~mechanism~~programmed logic circuitry for reproducing music data for playing ~~a~~ BGM in said battle scene,

said one or more second storage locations store the music data which is utilized as the operation timing pattern and is constituted of a plurality of kinds of parts each being a reproduction object by said music reproducing ~~mechanism~~programmed logic circuitry, and

said ~~step (a)~~displaying changes the displaying manner of said ~~instruction image~~input pattern on the basis of any one of the parts constituting said music data when said BGM is played by said music reproducing ~~mechanism~~programmed logic circuitry.

31. (currently amended) ~~A~~ The game method according to claim 25, wherein

the parameter includes an ability parameter on which a superiority of a fighting capability of the ~~character~~enemy depends, and

said ~~step (d)~~updating updates the ability parameter of the character to be operated by said player on the basis of the changing value calculated ~~in said step (c)~~by said calculating when the battle is ended.

32. (currently amended) ~~A~~ The game method according to claim 25, wherein

said ~~step (c)~~calculating calculates the changing value so as to largely change the parameter of the ~~character~~enemy as ~~a degree of coincidence between~~ the operation timing of said player at a time of being detected ~~in said step (b)~~by said detecting and the timing of the operation timing pattern corresponding to said timing ~~is higher~~more closely coincide.

33. (currently amended) ~~A~~ The game method according to claim 25, wherein

said operation timing pattern is constructed so as to be successively operated at a plurality of timings by said player, and

said ~~step (c)~~calculating calculates, every time that an operation by said player is detected ~~in said step (b)~~by said detecting, the changing value depending upon a degree of coincidence between the operation timing by said player at that time and the timing of the operation timing pattern corresponding to said time.

34. (currently amended) ~~A~~ The game method according to claim 33, wherein

said ~~step (c)~~ calculating calculates the changing value so as to be gradually increased when ~~the degree of coincidence between~~ the operation timing detected ~~in~~

~~said step (b)~~by said detecting and the timing of the operation timing pattern ~~is~~ closely coincide successive~~ly~~ ~~high~~times.

35. (currently amended) ~~A~~ The game method according to claim 33, ~~wherein~~ further comprising allowing successive operations by said player while the degree of coincidence is not lower than a predetermined value and making a change between said offensive turn and said defensive turn at a time that the degree of coincidence becomes lower than the predetermined value, wherein

said battle scene is for fighting the characters with each other by alternately repeating an offensive turn and a defensive turn~~, further comprising~~

~~(c) allowing successive operations by said player until the degree of coincidence does not become lower than a predetermined value and making a change between said offensive turn and said defensive turn at a time that the degree of coincidence becomes lower than the predetermined value~~.

36. (currently amended) A game apparatus displaying a battle scene in which characters in a game world fight with each other, comprising:

one or more first storage locations for storing ~~a~~ one or more parameters for each ~~character~~enemy appearing in said game world;

one or more second storage locations for storing in association with said each ~~character~~enemy background music that renders ~~an~~ one or more operation timing patterns presenting to a player timing patterns to be operated in a rhythm pattern;

~~a~~ BGM reproducing ~~mechanism~~programmed logic circuitry for reproducing background music associated with the ~~character~~enemy appearing in said battle scene stored in said one or more second storage locations;

~~an~~ operation detecting ~~mechanism~~programmed logic circuitry for detecting an operation input by said player ~~input~~ after the background music starts to be reproduced;

~~a~~ changing value calculating ~~mechanism~~programmed logic circuitry for calculating a changing value for changing the parameter of the ~~character~~enemy depending upon a degree of coincidence between the operation timing of said player at a time of being detected by said operation detecting ~~mechanism~~programmed logic circuitry and the timing of the rhythm pattern of said background music corresponding to that time; and

~~a~~ parameter updating ~~mechanism~~programmed logic circuitry for updating the parameter of the ~~character~~enemy appearing in said battle scene on the basis of the changing value calculated by said changing value calculating ~~mechanism~~programmed logic circuitry.

37. (currently amended) ~~A~~ The game apparatus according to claim 36, wherein

said changing value calculating ~~mechanism~~programmed logic circuitry calculates the changing value so as to be gradually increased when ~~the degree of coincidence between~~ the operation timing of said player detected by said operation detecting ~~mechanism~~programmed logic circuitry and the timing of the rhythm pattern ~~is~~ closely coincide successive~~ly~~ ~~high~~times.

38. (new) A game apparatus for displaying a battle scene in which character in a game world fight with each other, comprising:

at least one first storage location that stores at least one parameter for each enemy appearing in said game world;

at least one second storage location that stores timing frame numbers indicative of a plurality of timings at which a player is to make operations, rhythm patterns corresponding to the timings, and music data including information of the rhythm patterns, in association with respective enemy characters;

music reproduction programmed logic circuitry that reproduces the music data in a battle scene;

a counter that starts to count a frame number in synchronization with a start of a reproduction of the music data produced by said music reproduction programmed logic circuitry;

operation detection programmed logic circuitry that detects an operation input by the player;

changing value calculation programmed logic circuitry that calculates, in accordance with a difference between a count value of said counter at the time an input is detected by the operation detection programmed logic circuitry and the frame number when the player was to have made the input, a changing value by which a parameter of the enemy character is changed;

parameter update programmed logic circuitry that updates the parameter of the enemy character appearing in the battle scene according to the calculated changing value;

at least one third storage location that stores a determining value;

determining value decreasing programmed logic circuitry that decreases the determining value in accordance with the difference calculated by the changing value calculation programmed logic circuitry; and

turn ending determining programmed logic circuitry that determines whether or not said determining value is equal to or less than a predetermined threshold value, wherein

dependent on a determination that said determining value is not equal to or less than a threshold value, at least the operation detection programmed logic circuitry continues to detect operation input, the changing value calculation programmed logic circuitry continues to determine a difference and calculate a changing value, the determining value decreasing programmed logic circuitry continues to decrease the determining value, and the turn end determining programmed logic circuitry continues to make a determination by comparing the determining value to the predetermined threshold value.

39. (new) The game apparatus of claim 38, wherein said one or more parameters includes a physical strength parameter on which a battle continuing ability of the enemy character depends, and

said parameter updating programmed logic circuitry reduces the physical strength parameter of the enemy character on the basis of the changing value.

40. (new) The game apparatus of claim 38, wherein the determining value decreasing programmed logic circuitry decreases the determining value such that the determining value becomes equal to or less than said threshold value if said difference is above a predetermined difference value.

41. (new) The game apparatus of claim 38, further including determining value increasing programmed logic circuitry that increases said determining value when said count value and said frame number are successively coincident with each other.

42. (new) The game apparatus of claim 38, wherein the determining value decreasing programmed logic circuitry determines an amount by which said determining value is decreased when said difference is successively smaller than a predetermined value.

43. (new) A computer readable storage medium to be executed by a computer of a game apparatus in order to display a battle scene in which characters in a game world fight with each other, said execution causing said computer to perform the following:

storing at least one parameter for each enemy appearing in said game world;

storing timing frame numbers indicative of a plurality of timings at which a player is to make operations, rhythm patterns corresponding to the timings, and music data including information of the rhythm patterns, in association with respective enemy characters;

reproducing the music data in a battle scene;

starting to count a frame number in synchronization with a start of the reproduced music data;

detecting an operation input by the player;

calculating, in accordance with a difference between a count at the time an input is detected by said detecting and the frame number when the player was to have made the input, a changing value by which a parameter of the enemy character is changed;

updating the parameter of the enemy character appearing in the battle scene according to the calculated changing value;

at least one third storage location that stores a determining value;

decreasing the determining value in accordance with the difference calculated by the changing value calculation programmed logic circuitry; and

determining whether or not said determining value is equal to or less than a predetermined threshold value, wherein

dependent on a determination that said determining value is not equal to or less than a threshold value, the operation detection programmed logic circuitry continues to detect operation input, at least the changing, decreasing, and determining continues.

44. (new) A game apparatus displaying a battle scene in which character in a game world fight with each other, comprising:

at least one first storage location that stores at least one parameter for each enemy character appearing in said game world;

at least one second storage location that stores music data including input patterns indicative of a plurality of timings at which a player is to make operations, said patterns each being associated with one or more enemy characters;

music reproducing programmed logic circuitry that reproduces the music data corresponding to the enemy character appearing in the battle scene when the battle scene is displayed;

operation detecting programmed logic circuitry that detects and operation by the player;

changing value calculation programmed logic circuitry that calculates, in accordance with a degree of coincidence between the operation timing by the player at the time the operation is input and the timing of said input pattern , a changing value by which a parameter of the enemy character is changed; and

parameter updating programmed logic circuitry that updates at least one parameter of the enemy character appearing in the battle scene according to the calculated changing value.